

Expert VR & AR, 3D Computer Graphics, Computer Vision and Desktop Software developer

TECHNOLOGIES

1. 3D Graphics & Virtual Reality Development
 - OpenGL/DirectX, Unity3D, GLSL, HLSL, Cg, CUDA ...
 - Microsoft Hololens, Kinect SDK, Optical Tracking, HMD, Data Glove, Head Track,...
 - Panorama Stitching (online & offline)
 - Render Engine (Ray-Tracing, Global occlusion, ...)
2. Augmented Reality & Game Development
 - Vuforia, Kudan, Wikitude, AR toolkit, Metaio, native OpenCV ...
 - Unity3D, WebGL, XNA, Cocos2d-x ...
 - Visual Studio, Xcode, Android Studio,...
 - C/C++, C#, QT, Java, Python, ...
 - Windows, Linux, Mac OS, Android, iOS
3. CV & Image Processing
 - Face detect & Emotion estimate,...
 - Multi Camera calibration & 3D Matching
 - Multi Object Tracking
 - OpenCV, Dlib, Eigen, ...

EXPERIENCE

About 10+ years of development experience in computer graphics related high technologies.

Over 6 years, I've took part in developing 3d-CAD & virtual reality systems.

I mainly majored in computer graphics and handle VR equipments, and recently developed on Augmented Reality applications.

I have developed stereoscopic & Interactive Virtual Building & Street Navigation System, 360 Panoramas, Gesture-based reconstruction R&D, and several 3D game applications for PC and Android & iOS.

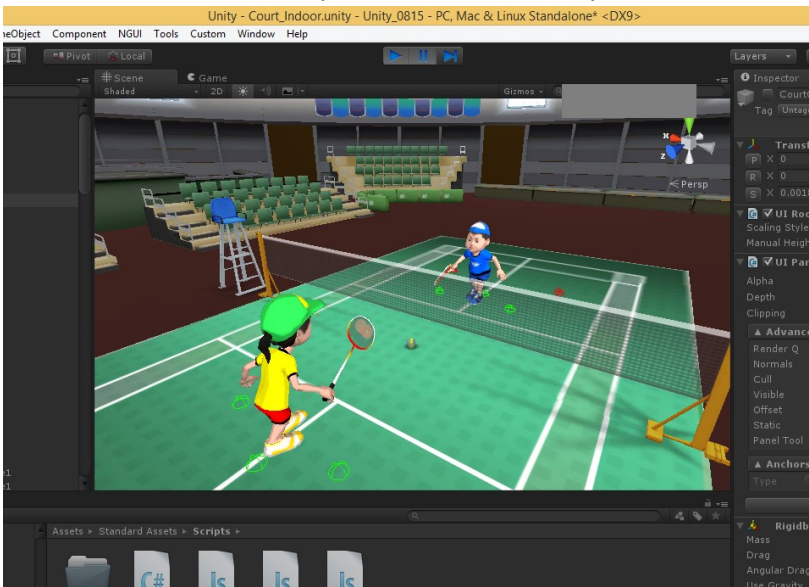
- creating VR systems (Hololens, Stereo HMD-based, and Active & Passive Stereo Projection System with OpenGL, DirectX, Unity3D)



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- Gesture Based Online 3D Sports Games with Unity3d, like badminton, table tennis...



Kinect based Sports Games (Online & Offline) **(NDA)**



<https://play.google.com/store/apps/details?id=com.nipsapp.airwarlegends&hl=en>

<https://youtu.be/MUWxXDAmr-c>

Develop logical thinking, memory and quick reaction.



<https://play.google.com/store/apps/details?id=com.colortino.android&hl=en>

<https://youtu.be/GzRUZmKKTPY>

- GPU based Real-time 3D Applications, like 360 panoramas, Stereo HMD, Kinect, etc.

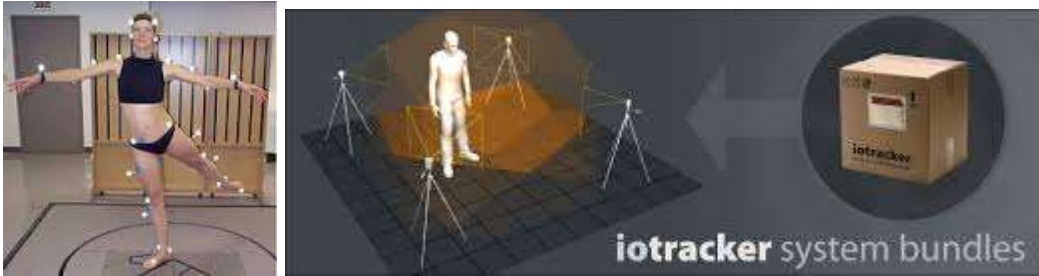


Realtime Panorama Stitching Shader Development (**NDA**)



360 panorama video based Interactive Educational & Tutor System. **(NDA)**

- Optical Mocap system R&D **(NDA)**

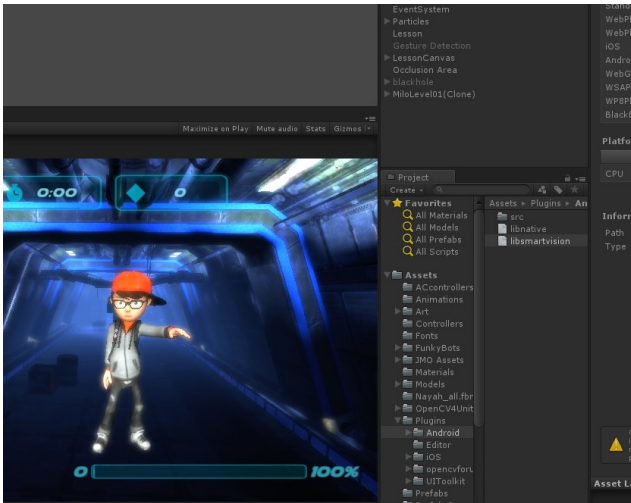


- CV based Gesture Recognition R&D



Face Detect, Emotion decision

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Camera based Gesture Estimation and Enjoy Dance Game.

<https://itunes.apple.com/us/app/funky-dance-2/id1170816499?mt=8>

- Augmented Reality App development



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Virtual Reality is my dream and passion.

And unity3d is the most powerful & my favorite dev toolkit for everything - virtual reality, augmented reality, games, panoramas, and even making & testing Shaders, Panoramas...

Do you have a great idea and willing to have hand to make it true?

I am here to grow together supporting your business with my Top skill.

I'm always ready for working on CG & CV projects!

Thanks.